



Weavers Down and Foley Manor

Distance: 15 km=9¼ miles

easy walking

or **two** walks of 9 km=5½ miles and 7 km=4½ miles

Region: Hampshire, W.Sussex

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Author: Botafuego

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Refreshments: The *Deers Hut*, Liphook

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Map: Explorer 133 (Haslemere)

Problems, changes? We depend on your feedback: feedback@fancyfreewalks.org

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Heath, woodland, parkland, hills, views, surprises

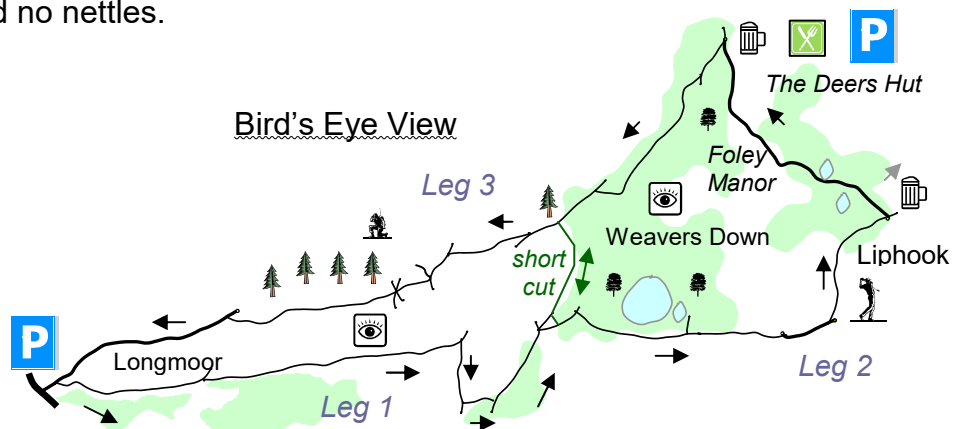
In Brief

This is a radiant circular walk of wonderful originality, mainly in East Hampshire, with a section in West Sussex, taking you through unmapped parts of the hilly heath of Weavers Down, then round paths and lakes near Liphook. It holds several surprises along the way.

The short eastern walk is a delightful **pub walk** from the *Deer's Hut*, an iconic inn outside Liphook. The **full walk** takes you through the Ministry of Defence (MoD) Longmoor Camp. The MoD allows you freedom to roam at any time. You may see friendly troops very occasionally but their exercises are always "dry" and this is *not* a danger area. Longmoor and Weavers Down are a popular area for families and their children, riders, joggers and, of course, walkers, many with their dog.

This walk can be enjoyed as two separate shorter walks. The **Longmoor** walk (9 km=5½ miles) visits the heath and forests of Longmoor but omits the pub and the area around Liphook. The **Deer's Hut** walk (7 km=4½ miles) begins at the *Deers Hut* inn and visits Weavers Down and Foley Manor only.

The going is easy with only a little mud, so walking shoes are adequate. There are **no stiles** and no nettles.

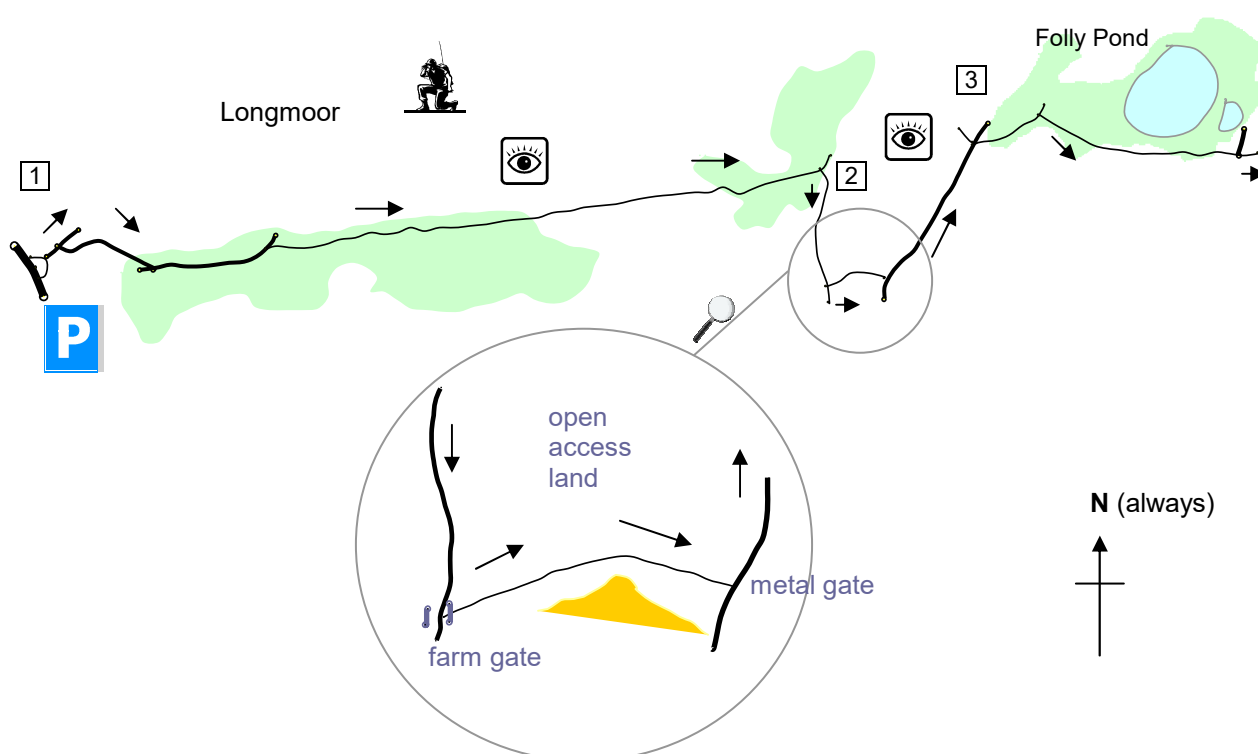


The **full walk** and the **Longmoor** walk begin at the **Forest Road** car park, grid ref 782293, postcode **GU33 7RB**, 1 mile=1½ km south of Greatham off the A3. This unnamed car park is marked on the OS map. It is on the left (east) side, about 750m (800 yds) after crossing the A3. The **Deer's Hut** walk begins at the *Deer's Hut* inn, postcode **GU30 7NY** near Liphook, Hants. There is a large car park adjoining and, although there is no notice saying "for customers only", you must make use of the pub facilities, before or after the walk (or both). For more details see at the end of this text (→ **Getting There**).

The Walk

For the **Deer's Hut** walk, skip forward immediately and start at **Leg 3**.

Leg 1: Forest Road to Folly Pond 5½ km=3½ miles



- 1 Leave the car park through the metal gate beside a large steel single-bar barrier onto the main sandy track. You are on the course of the old railway and you will see more of it on the return leg. After just 40m turn **right** on another track by an information board. *Longmoor is a nature reserve with so much dry heathland acting as a haven for rare butterflies, birds and other fauna.* Keep to this main track at all times as it snakes for a while, bends right and then turns left at a fence. You will be walking in a straight line beside the fence and under wires for nearly 2 km total, enjoying the fine views to the left over the heath and further across Hampshire. Where the main track veers left in about 1.8 km after a long gradual ascent, leave it by keeping straight ahead on a less prominent path. Where the path descends to a small pond you come to a fork. The right fork is a woodland path; the left fork stays under the wires; both ways quickly join up again. Carry straight on, eventually passing a private metal gate on the right, after which the main path bends left past a second small metal gate. Go very sharp **right** here through the gate, almost doubling back. You are now in West Sussex.

You are also on part of the Shipwrights Way, a 50-mile path running from Alice Holt Forest to Portsmouth.

- 2 You are on a wide footpath with extensive beautiful fenced-off heathland stretching away on your left. The path comes to a fence ahead with a gate on each side. The gate on the left should have a notice indicating *access land*. (If this is withdrawn or suspended, just continue to the next junction and turn sharp left.) Go **left** through the gate onto the heath and keep **right** opposite a water trough on a very faint path over the grass. After passing the corner of a wire fence on your right, veer **right** and go out through a metal kissing gate to meet a broad track. Turn **left** on the track. *You have been walking on the Sussex Border Path (SBP) a long-distance path running from Rye in the east to Emsworth in the west, with another section from East Grinstead down to near Brighton. It passes through some of the most remote and peaceful parts of Southern England.* In about 500m, you come to a 4-way fingerpost.

Decision point. If you are doing the shorter **Longmoor** walk, skip to near the end of this text and do the Folly Pond Express (north).

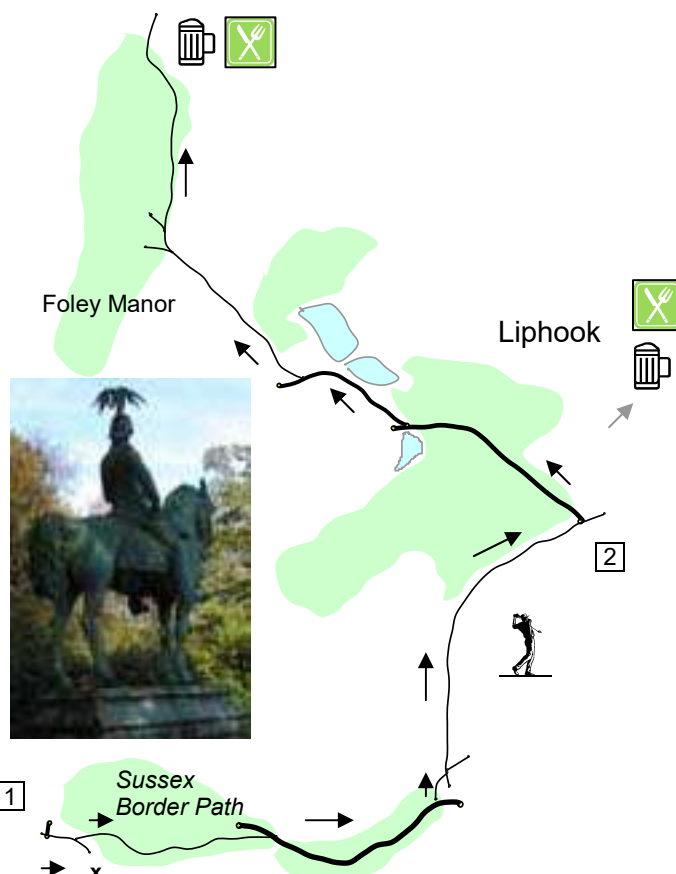
Fork **right** at the 4-way fingerpost. The path becomes narrow and sunken and meets a house, *Crouch House*, on the right.

The **Deer's Hut** walk re-joins the main walk here.

- 3 Veer **right** by the wall of *Crouch House*. The path is much wider now and rhododendrons are rife. About 400m after the house, you are close to the large Folly Pond on your left. (If you would like a quick look at the pond, take this little diversion: turn **left** on a path at a clear break in the trees. This is just before where the path crosses a stream by a plastic pipe. Keep ahead to the edge of the pond where the rhododendrons permit. Return the same way.) At the brick pillars by the gate to Home Park, keep straight ahead. (The tarmac lane on the left leads past a limb of the lake.)

Leg 2: Folly Pond to the Deers Hut 4 km=2¼ miles

- 1 Follow this path through woods for 80m to a fingerpost. Take the **left** fork here, going past the fingerpost, thus leaving the SBP. On meeting a farm drive for *Stocklands*, if necessary, turn **right** on the drive briefly to just before the entrance to the farm and turn **left** on a path that runs beside a wire fence on your right. This path winds through woodland [2015: round several fallen trees] where a footpath soon joins you from the right. After about 300m, you meet a tarmac lane coming in from your left. Veer **right** on the lane. In about 400m, 50m before the lane goes over a railway bridge visible ahead, turn **left** at a fingerpost on a bridleway. Your bridleway bends right and, in 50m, turns **left** at a T-junction. Continue on the bridleway, immediately ignoring a signed footpath that





forks right. Keep to the left of a long golf course, at first in woodland, later on a golfers' path and always following the fingerposts, back into Hampshire. At a markerpost, turn **left** by the gatehouse of Foley Manor onto an elegant driveway. (However, if you would like refreshments, you can continue straight ahead to the outskirts of Liphook where you will find in about 350m the excellent *Links* pub (Fullers) which has a high-class menu as well as panini and sandwiches. Return by the same route.)

- 2 The driveway eventually curves left and passes a small pond. At the next junction, if you have never been this way before, is a real surprise.

Hugh Rose was brought up in Berlin and perhaps his Prussian military training helped to make him one of the most able commanders in Syria, the Crimean War and India, known for his indefatigable pluck and his chivalry. After helping put down the Mutiny he became commander-in-chief of India. He was raised to the peerage in 1866 as Baron Strathnairn. His extraordinary life story reads like the best of J.D. Farrell and Bernard Cornwall. His equestrian statue by Onslow Ford once stood at the intersection of Knightsbridge and Brompton Road in London but it was ignominiously evicted by a renovated Underground station in 1931. The owner of Foley Manor in 1964 thought the statue would add a bit of class to his gateway and bought it from Westminster Council.

Fork **right** on another driveway which passes some delectable lakes on the right. At a Y-junction, keep **right**, avoiding another private entrance to Foley Manor. *Foley Manor became a top-drawer commuter residence with the coming of the railway to Liphook in the mid-1800s, changing hands several times.* Follow the drive past a house, where the drive becomes a track. Ignore a bridleway left and, in 15m, keep **right** at a (2015: broken) fingerpost by another house. The path goes past a large metal gate near a house.



Follow the woodland path, keeping a meadow on your right. You join a drive coming from *Stagwood Lea* and, after some more houses, reach the *Deers Hut* pub (Greene King). *A piece of sculpture here indicates that you are on part of the Shipwrights Way, a 50-mile long-distance path running from Alice Holt Forest to Portsmouth.*

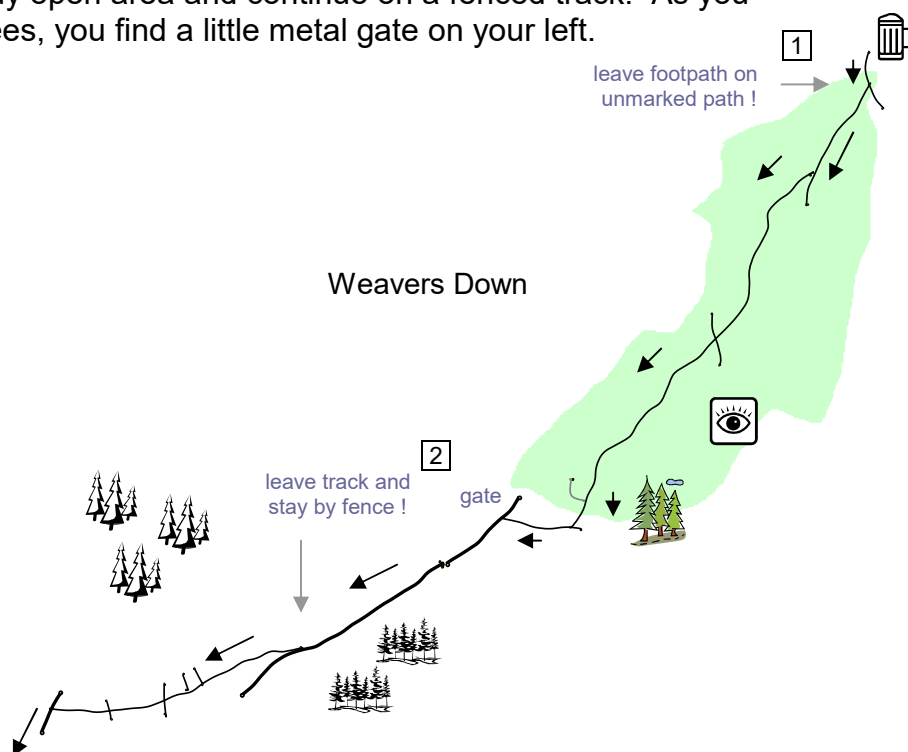
The Deers Hut was built as a Queen Anne Hunting Lodge in the late 1600s. Today, as well as providing good ales and food it is slap bang in the centre of a fine outdoor leisure area and is hugely popular.

Leg 3: Deers Hut to Forest Road 5½ km=3½ miles

- 1 Facing the pub, turn **right** on a track running close to houses on your left. (If you did *not* start at the *Deer's Hut*, this means retracing your steps a short distance.) In only 80m (15m after *Woodland View*), fork **right** uphill on an unmarked path, thus leaving the official footpath. *Don't miss this path! The route used here is a million times better than the official track.* In 100m, your path goes over a narrow crossing path. In just over 100m more, avoiding the first narrow fork right, you reach a very obvious fork in the path. Take the **right** fork. Follow this twisty but always beautiful path for some distance over the enchanting *Weavers Down*. At one time your path takes you straight over an oblique crossing path suddenly giving you breathtaking views left. Avoid all minor turnings off and strive ever upwards, passing a fine stand of scots pines on your left. Finally, more than 1 km from the start of this path, you arrive at the top of a hillock crowned by tall pines. From here you can see *Folly Pond* and much of the walk. Continue to the edge of the hillock and veer **right**, staying on the level, up through more pines. You soon reach a fence ahead. Turn **left** here on a major wide track. You



are back on the national bridleway. In 150m, go through a modern metal gate beside a sandy open area and continue on a fenced track. As you come out of the trees, you find a little metal gate on your left.

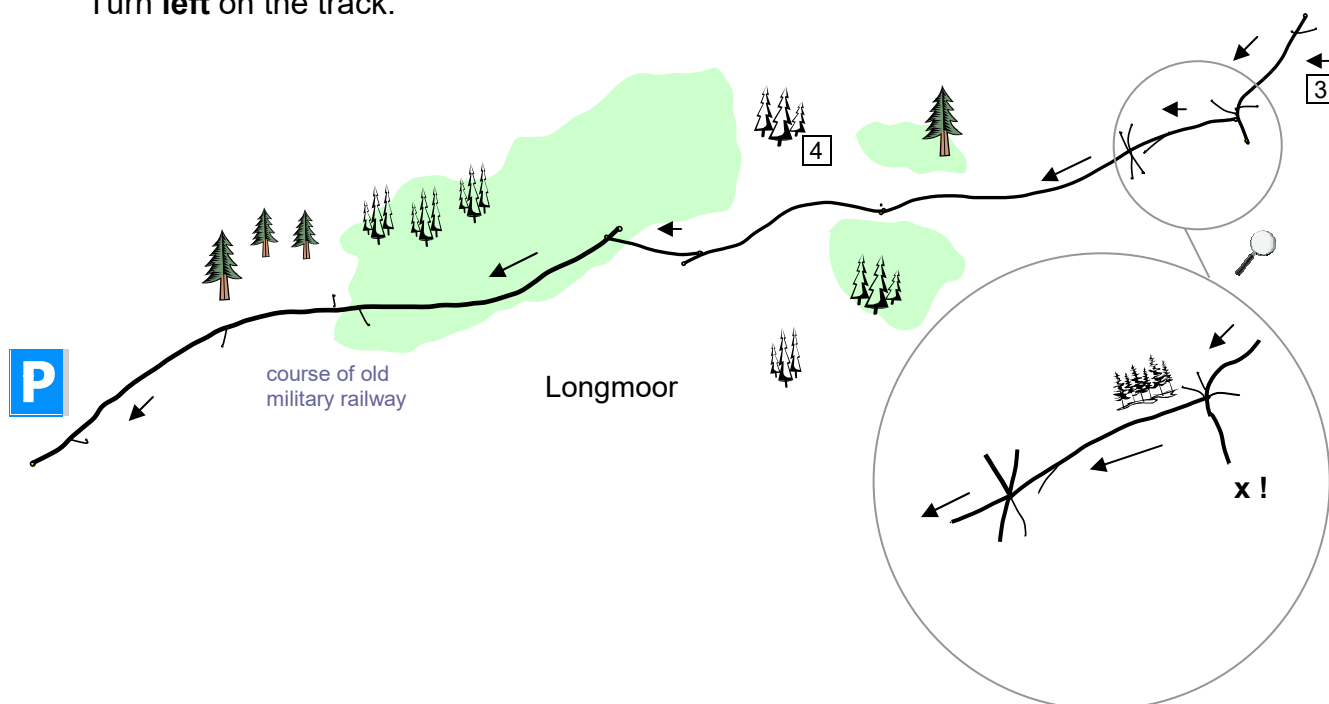


Decision point. If you are doing the shorter **Deer's Hut** walk, skip to near the end of this text and do the **Folly Pond Express** (south).

Ignore the little metal gate and continue ahead on a wide level sandy track.

The **Longmoor** walk re-joins the main walk here.

- 2** In another 200m, your track comes to a fork with the start of a fence on your right. Fork **right** here, thus leaving the broad track, following a mossy green path beside the fence. This path widens as vehicle tracks join it from the steep slope on your right. After 400m or so, your track begins to rise. After another 200m you reach the top of the hill and a broad crossing track. Turn **left** on the track.

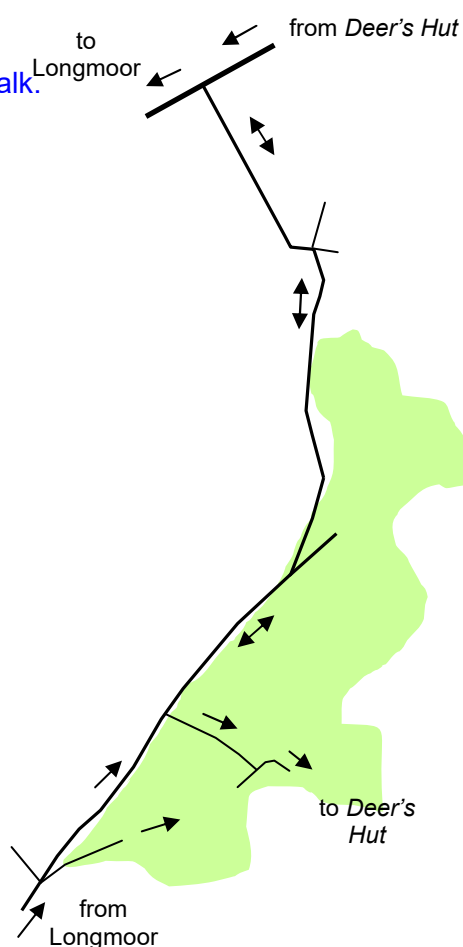


- 3 In 200m the track reaches a junction of several sandy tracks. Avoiding the very wide sandy track that curves ahead to the left and, turn precisely **right** on another track that runs to the left of some conifers. Ignoring minor turn-offs, proceed to another major junction in 200m. Here, keep dead straight ahead on a broad track. This track will take you westwards for nearly 1 km, with land falling away on your right. [The hills in the distance are the Hampshire Hangers \(see several walks there in this series\)](#). In 700m you pass an open grassy area on the right sometimes used as a camp.
- 4 The track descends and curves right. Here ignore a very sandy track ahead uphill and stay on the main track as it zig-zags downhill, crosses an open area and wheels right at the bottom to a T-junction. This is the course of the old railway. *Longmoor Military Railway was built in 1903 to instruct soldiers in railway matters.* Turn **left** on the track. After a straight walk of over 1 km, you finally reach the car park where the walk began.

Folly Pond Express (South) 1 km = $\frac{2}{3}$ mile

Take this route if you are doing the shorter **Deer's Hut** walk.

Turn **left** through the gate and follow the sandy path downhill with great views to your right over Longmoor (as visited on the other optional part of this walk). Continue following a wire fence on your right. After 200m, the path curves left and you arrive at a crosspaths just before some overhead wires. Avoid the narrow sunken path ahead by veering **right** here, still on a wide path. Your path winds its way through heather and goes down through birch trees, still with a wire fence on your right. After 250m, you meet a path coming from the left along a dense line of rhododendrons. Veer **right** on this wide bridle-path, passing a 2-way fingerpost. Continue for nearly 300m and look for a post on your left with blue arrows. *Care! - easily missed!* Turn **left** here on a clear unmarked path through the undergrowth. In 100m this path leads to the entrance to *Crouch House*. Turn **left** here on a bridleway. [Now re-join the main walk at Leg 1 section 3](#).



Folly Pond Express (North) 1 km = $\frac{2}{3}$ mile

Take this route if you are doing the shorter **Longmoor** walk.

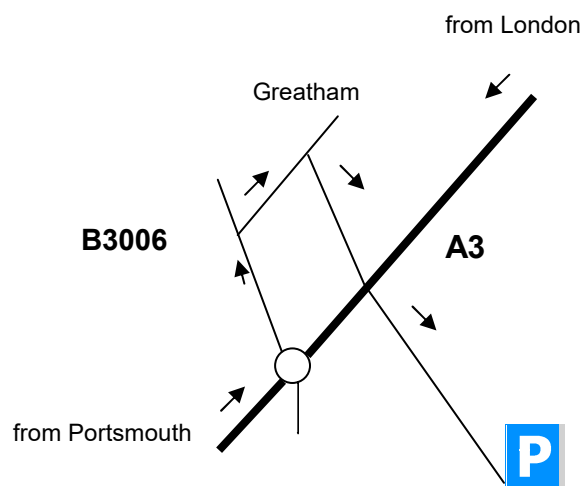
Use same map as South. Ignore the path squarely left but take the **left** for at the 4-way fingerpost. Follow the wide path gently downhill. In 200m you pass a post with blue arrows on your right. In nearly 300m more, by a dense bank of rhododendrons, you pass a 2-way fingerpost. Fork left here, thus leaving the official bridleway, going through silver birches, following a wire fence on your left. The path winds up through heather and bracken

and passes under some wires. Shortly after, you come to a junction with a narrow sunken sandy path on your right. Ignore this path and the path straight ahead and veer **left** on a wide sandy path uphill. Follow this path, fairly steeply up, soon with the wire fence on your left again. Head for a mobile phone tower and, long before reaching it, go through a modern metal gate onto a wide sandy track. Turn **left** on the track. [Now re-join the main walk at Leg 3 section 2.](#)

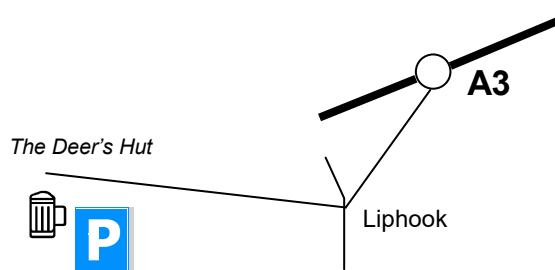
Getting there

By car:

For the **Forest Road** car park **Longmoor**, take the A3 to the junction with the B3006: *Liss, Selbourne*. Turn off in the direction of Selbourne but in 800m=½ mile turn **right** on the Petersfield Road, direction **Greatham village**. In 270m=300yds turn **right** on Forest Road. In well under 1.5 km=1 mile, find the car park on the left, 100m before the start of houses.



For the **Deer Hut**, take the A3 and turn off for Liphook. At the first roundabout in the centre of town, take the road opposite to the right (at “2 o’clock”) signposted *Greatham, Griggs Green, Bohunt Centre*. The *Deer’s Hut* is 1 mile on the left.



By train: Liphook station is less than 1 km from the walk. Walk up Station Road, turn **left** on the Portsmouth Road, fork **right** on a footpath by the *Links Inn*, turn **right** at the gatehouse of Foley Manor and pick up the walk at Leg 2 section [2](#).

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